



Mehregan Editor

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# Introduction

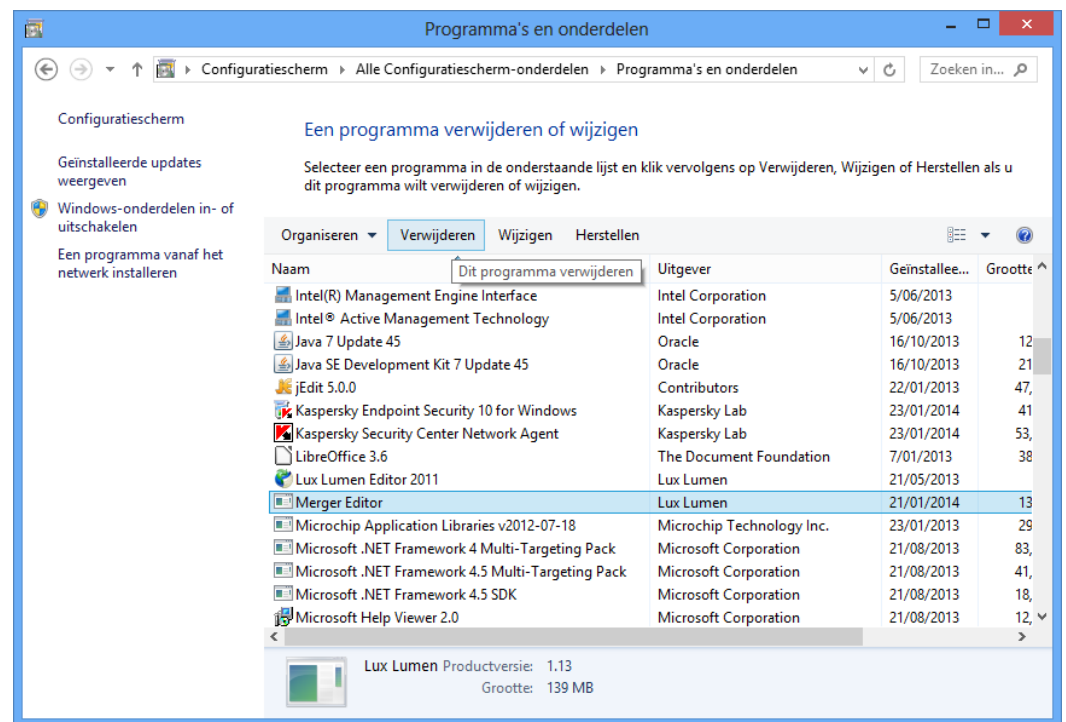
The Mehregan Editor is used to make and edit scenarios for the Mehregan architectural DMX controllers. These light scenarios can be uploaded to or downloaded from a connected controller. This document introduces the software's functionality.

# Installation

## 2.1 Windows

Double-click the installer file (.msi): this will install Mehregan Editor onto your computer, and provide desktop and start menu shortcuts to open the application.

To remove the application, go to Control Panel > Software, find the Mehregan Editor line in the application list and choose 'Remove'.

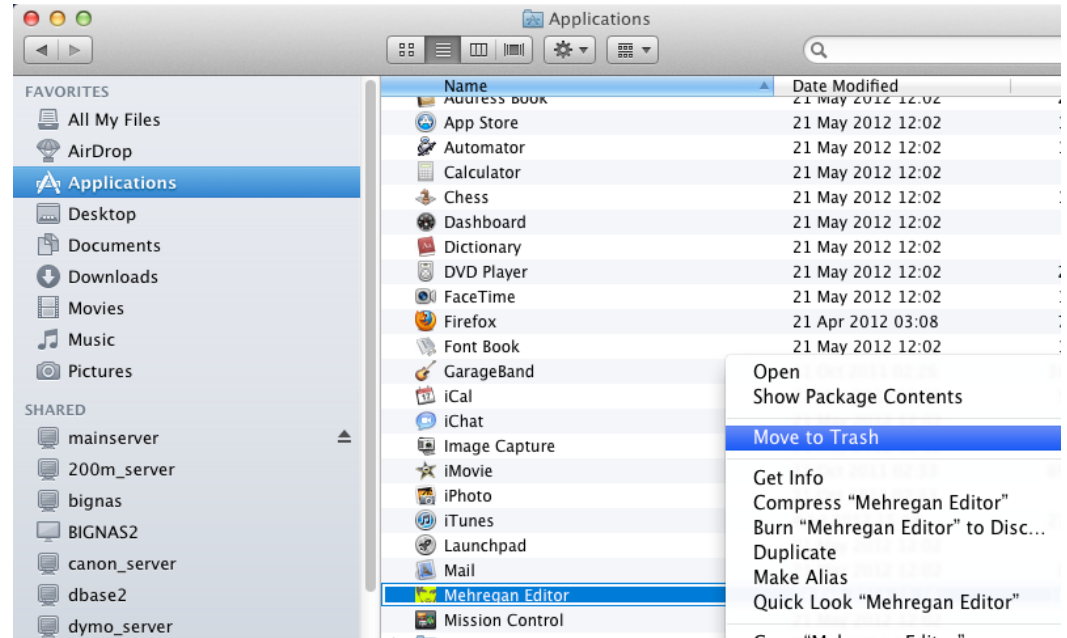


## 2.2 Mac OS X

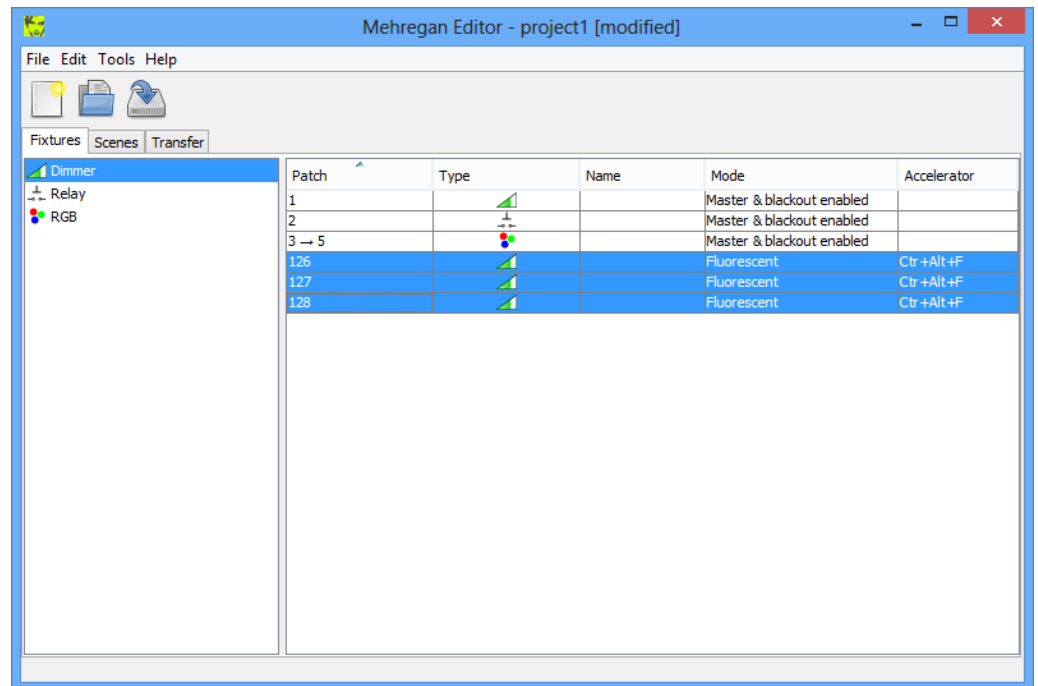
Double-click the installer file (.dmg), which will open an installation dialog box: drag the Mehregan Editor icon onto the Applications icon. Afterwards, the Mehregan editor can be found in the applications folder.



To remove the application from your computer, right-click on the Mehregan Editor line, and choose **Move to Trash**.



## Fixtures



A new light **project** can be created, opened from and saved to a **.mehregan** file via the menu or toolbar. Upon creating or opening a project, the **Fixtures**, **Scenes** and **Transfer** tabs become active. On the fixture tab, a patch list of fixtures available in the installation, can be created. Currently, these types of fixtures are available:



A **dimmer** onto a single DMX channel.



The **relay** fixture also affects a single channel, but will only be either open (i.e., 0 or 0%) or closed (i.e., 255 or 100%).



An **RGB** fixture occupies 3 DMX channels, and allows for easier color choosing and previewing on the scenes tab.



An **RGBW** fixture needs 4 DMX channels; it's an RGB fixture with an additional white channel.

Each fixture has its mode set to one of the following:

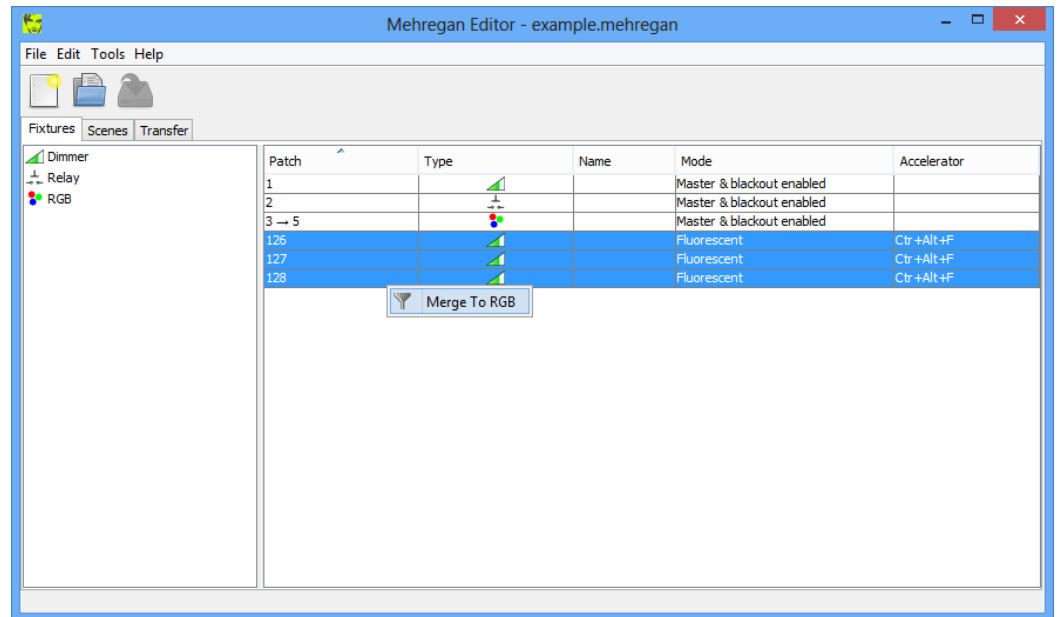
- **MASTER\_AND\_BLACKOUT\_ENABLED**

The master level and blackout functions on the Mehregan will affect the fixture channel levels. This is the default behavior.


- **MASTER\_AND\_BLACKOUT\_DISABLED**

The fixture channel levels do not respond to master level changes or blackout.

- **BLACKOUT\_ONLY**  
Controlling the master level will not affect the fixture channel levels, but blackout remains active.
- **FLUORESCENT**  
When dimming this type of fixture (programmatically or via the master level), its channel levels will not decrease below a minimum threshold, preventing start-up discharges typically found with fluorescent lamps.

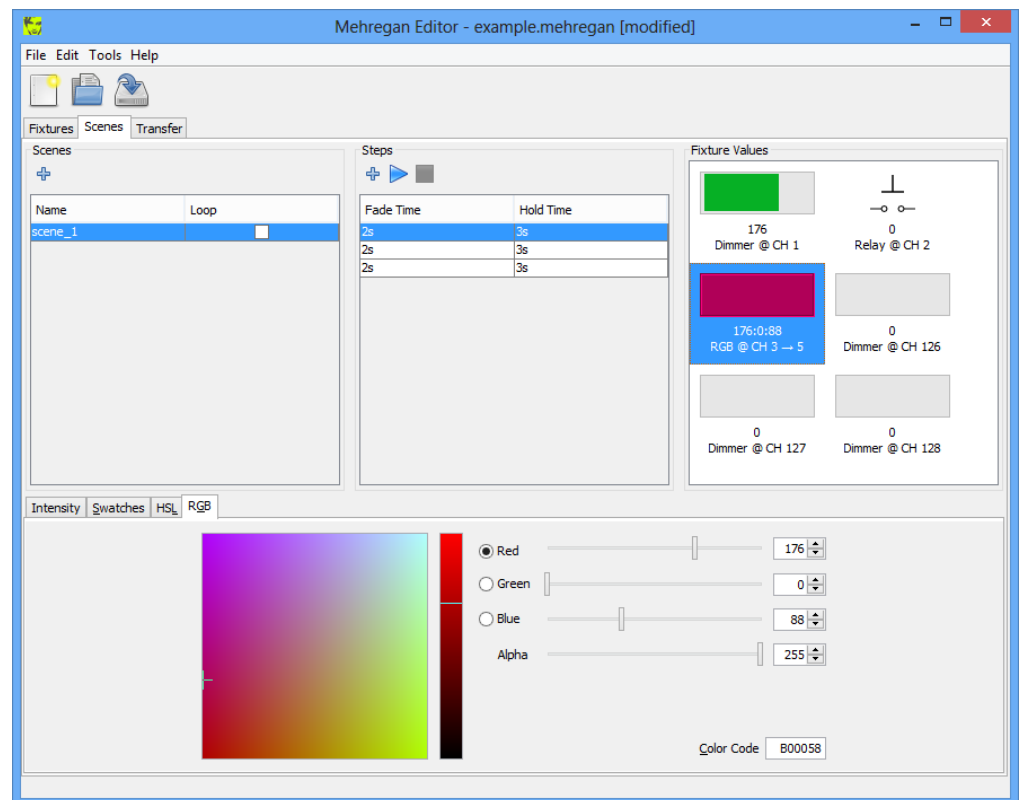


It may be convenient to assign a name and **accelerator** key to a fixture, with which it can easily be selected on the Scenes tab.

 The funnel icon is used to merge 3 consecutive single-channel fixtures into an RGB fixture: this may come in handy with projects downloaded from a controller. Access this tool by right-clicking on the fixtures to be merged.

Note that projects downloaded from a controller will contain limited setup info: fixture types, names and accelerators are only retained by saving the project to a .mehregan file.

## Scenes



A Mehregan light controller presents the user with a customizable list of lighting **scenes**. Each scene consists of a series of **steps**. In turn, a step consists of **values** to which fixtures will fade during a specified amount of time, and that will be held for a specified duration, before fading to the next step. Furthermore, a scene can be single-shot or looped, in which case it is restarted after its last step. Note that only non-empty scenes (having at least a single step) can effectively be uploaded to a connected controller.

+ ↕ ↻ ▶ ■ New scenes can be reordered, created, cloned and removed with the toolbar and right mouse buttons. Also, steps can be added, cloned, reordered and previewed to a selected scene. Finally, the values for each step can be set by selecting (by mouse or accelerator) the appropriate fixtures in the values list and updating the **Intensity**, **Swatches**, **HSL** and **RGB** editors at the bottom. Each slider displays its level as a DMX value, i.e. in the range 0 .. 255.

A scene can be previewed by selecting one of its steps and hitting 'play'. When previewing a scenario, the software is connected to a Mehregan (see next section - Transfer) and a live DMX stream is outputted to that controller.



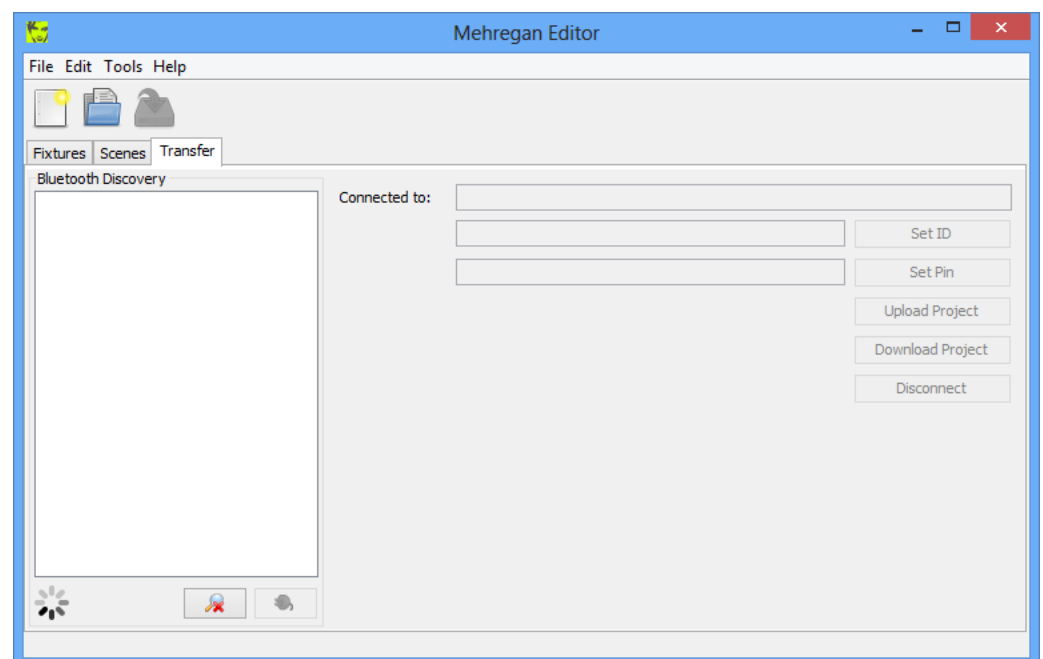
## Transfer

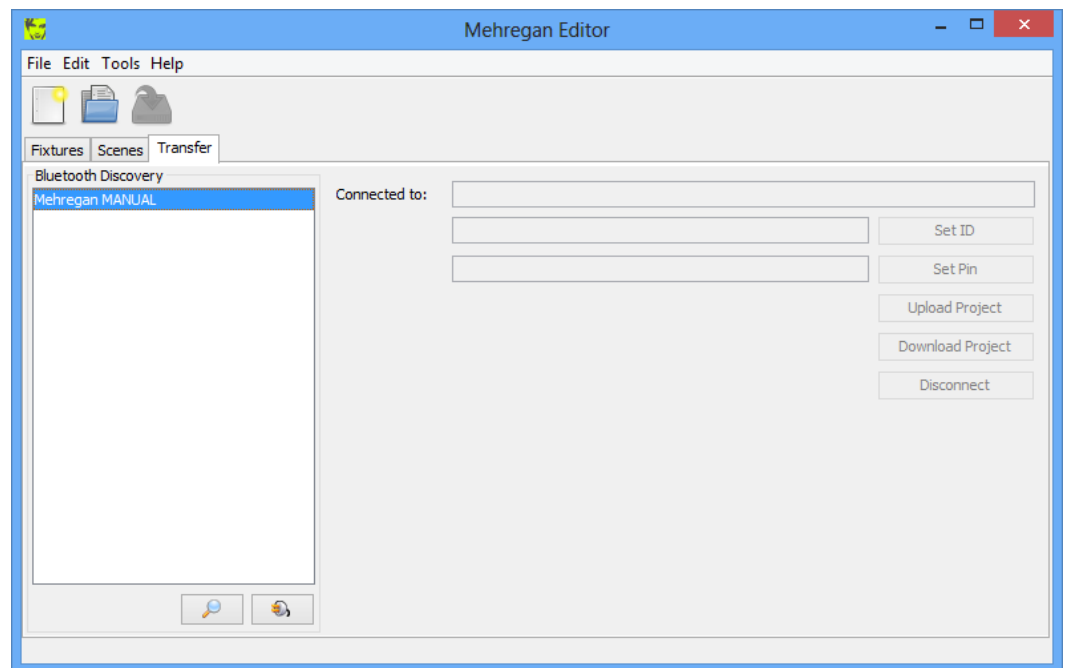
For programming and previewing purposes, a Mehregan is equipped with a Bluetooth (BT) interface, and comes with a compatible USB BT dongle for your computer, as shown below.



To connect to a nearby Mehregan, make sure the USB BT dongle is inserted into your computer before starting the Mehregan Editor software.

Click the '**Discover Mehregans**' button on the Transfer tab to discover all available controllers.

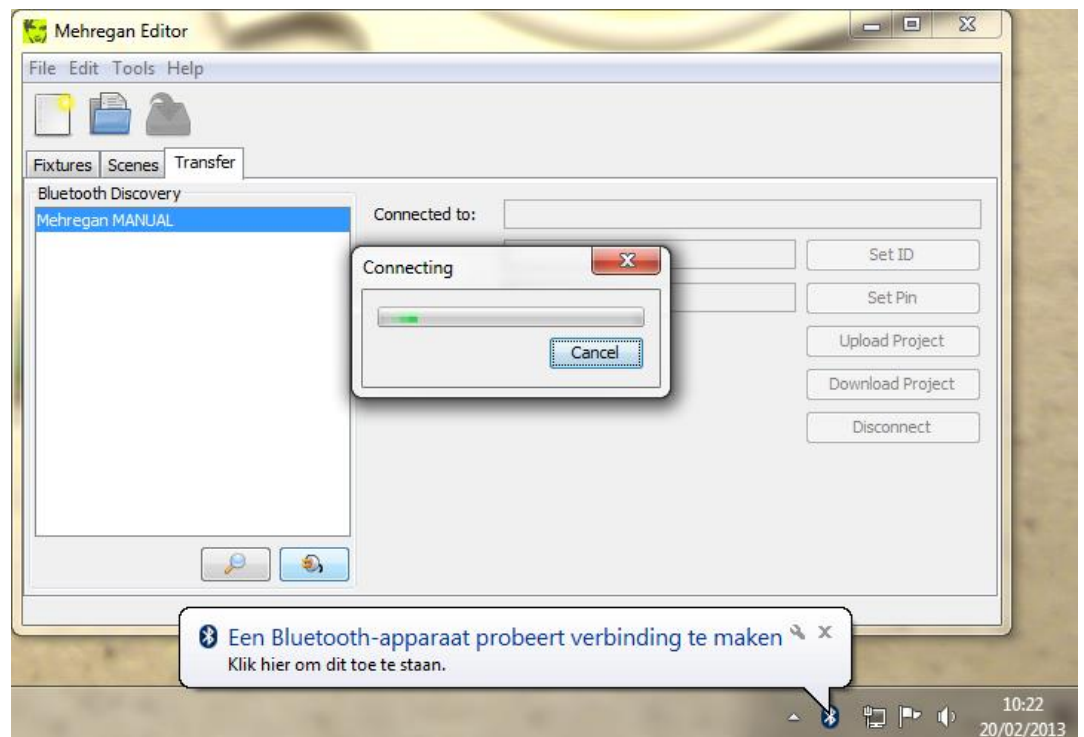


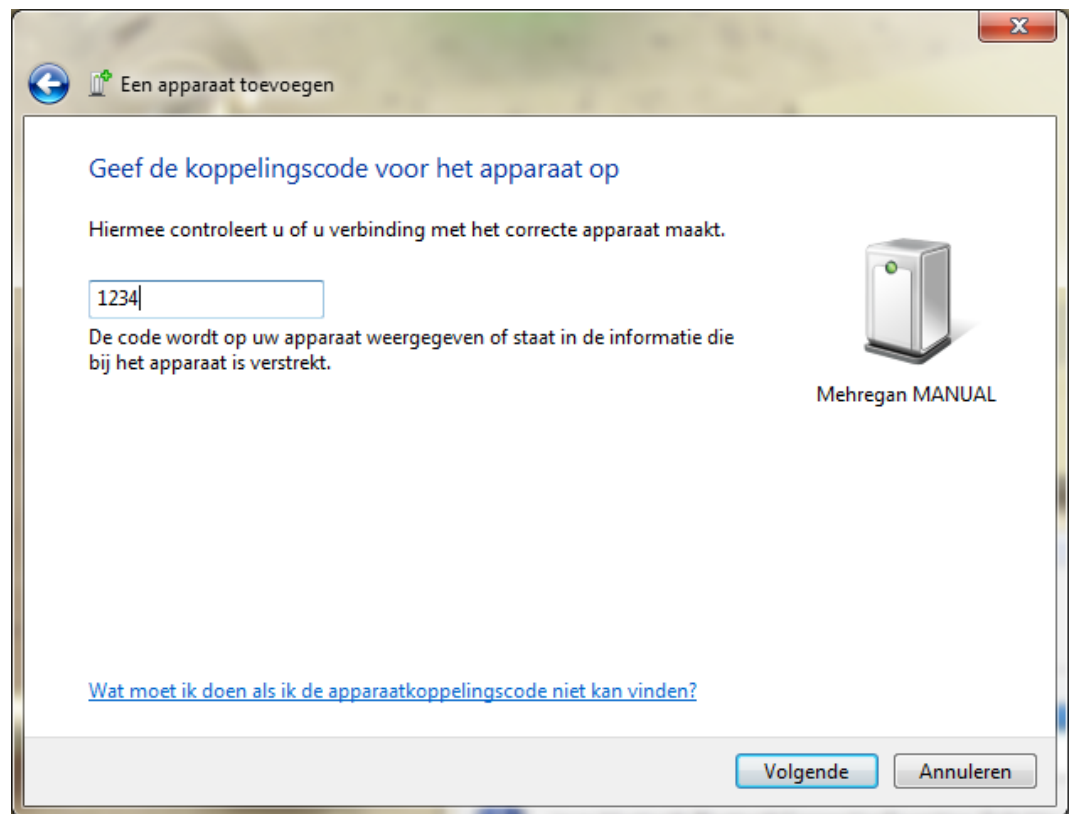


Select the desired Mehregan controller from the list and press 'connect'. If the controller is connected to for the first time, your computer's operating system needs to register the Mehregan as a trusted BT party and will ask for a pairing key / PIN / password. By default, this key is **1234**.

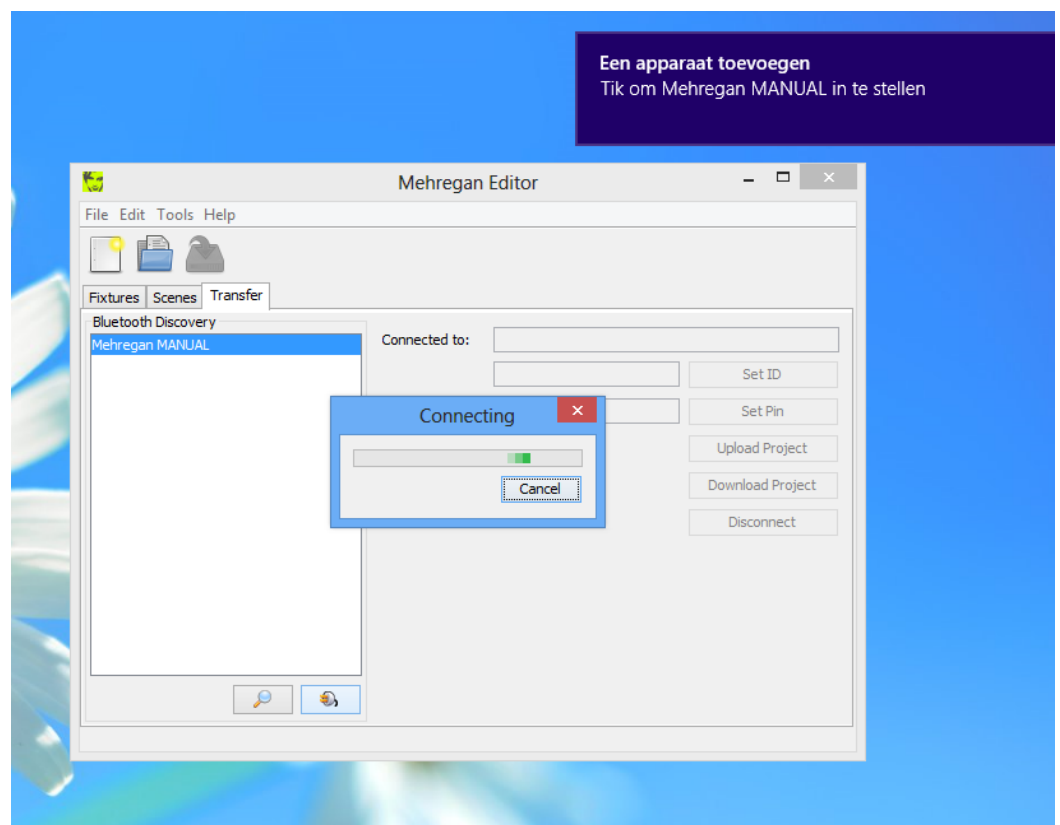
The following screenshots document the pairing procedure for different operating systems.

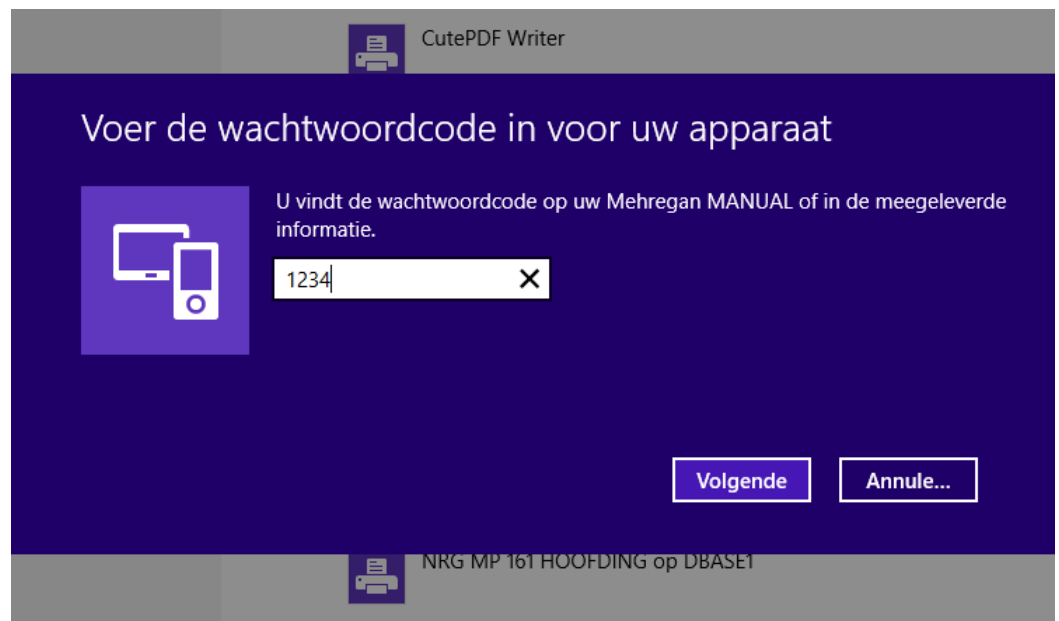
### Windows 7:



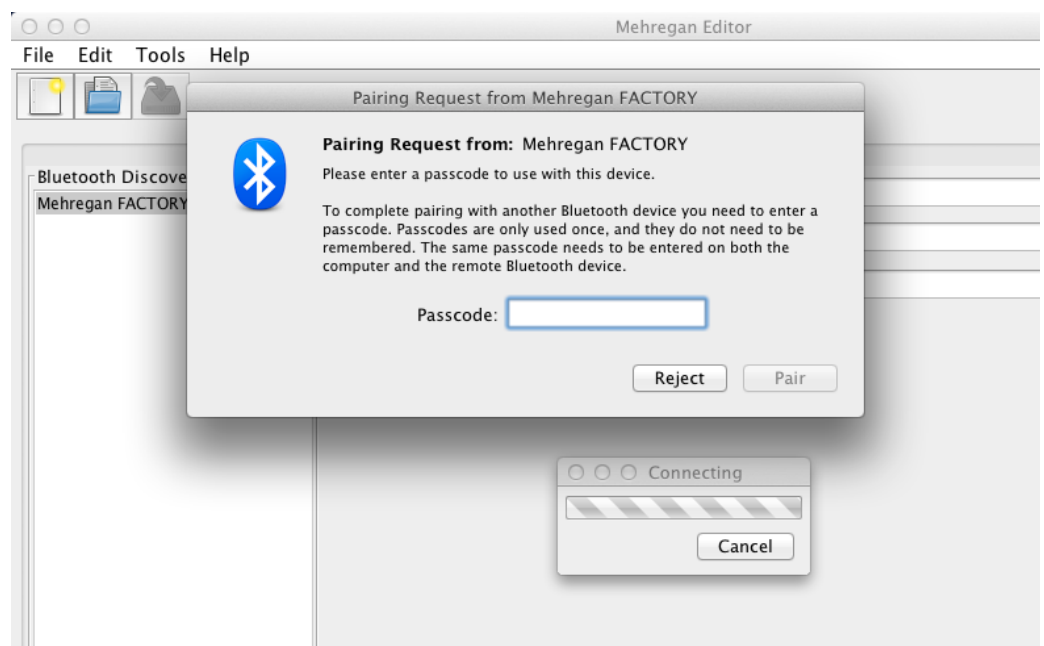


Windows 8:

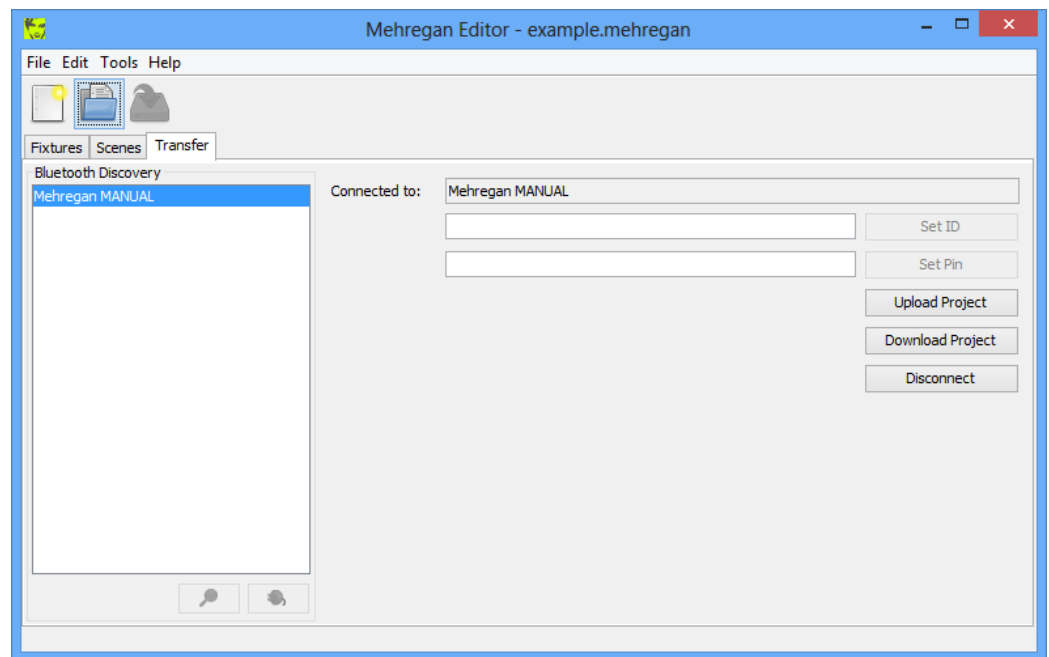




Mac OS X:

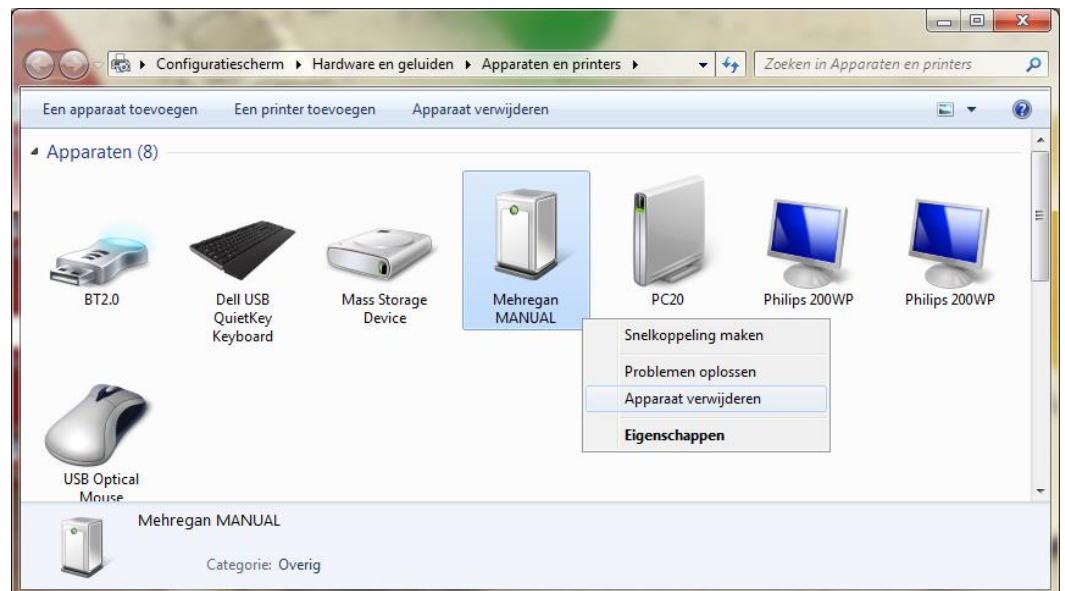


Once the pairing procedure is completed, the Mehregan is indicated as connected in the Editor software. The buttons to upload the currently opened project, download the project from the connected controller (which you can then edit or save to a .mehregan file), change the default BT pairing key and change the device name, become available.

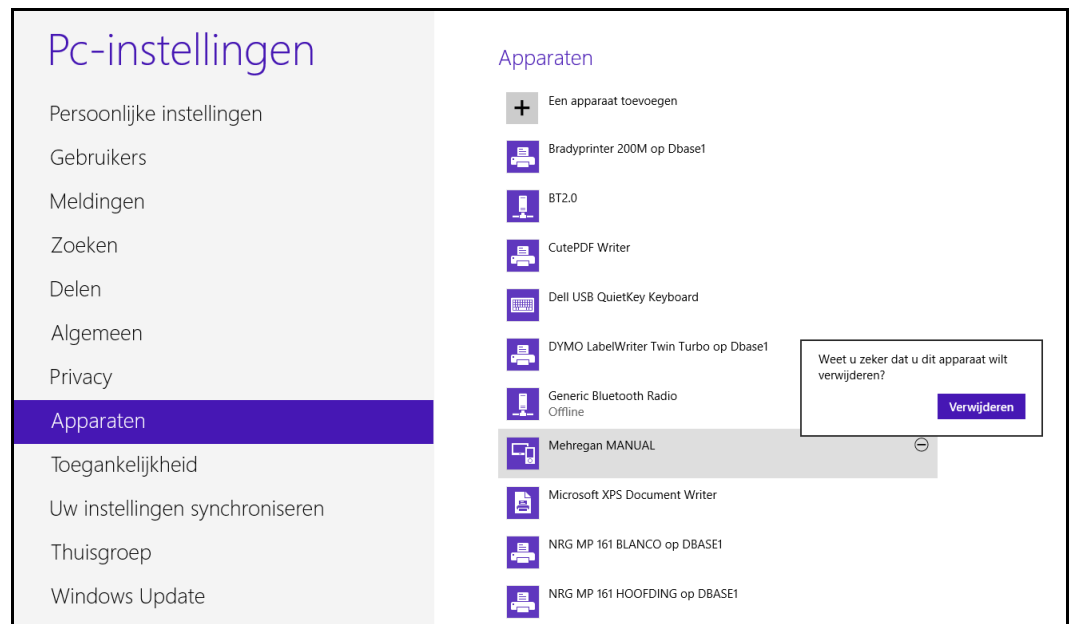


Note: in case the Mehregan ID or PIN is changed, it may be necessary to unregister the controller from your operating system, restart your computer and repeat the discovery and pairing procedure as described above. See screenshots below, for the different operating systems.

### Windows 7:

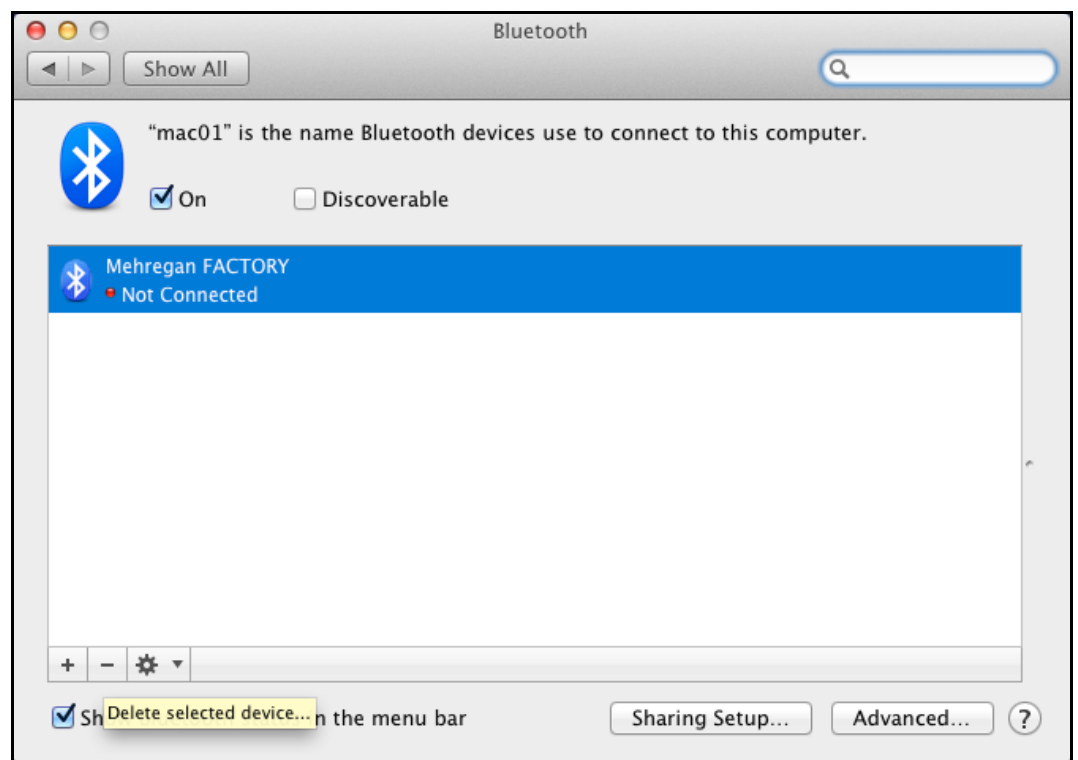


## Windows 8:



## Mac OS X:

Apple menu > System Preferences > Bluetooth > Delete selected device

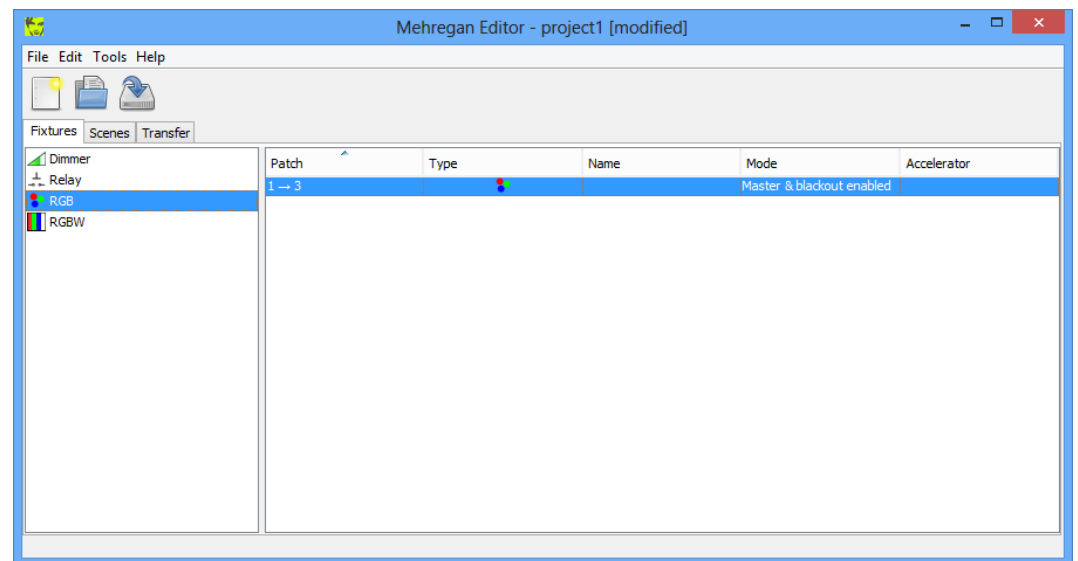


## Walkthrough Example

First, insert the accompanying USB Bluetooth dongle into your computer. The dongle is used later on, but it should be connected before the Mehregan Editor is started.

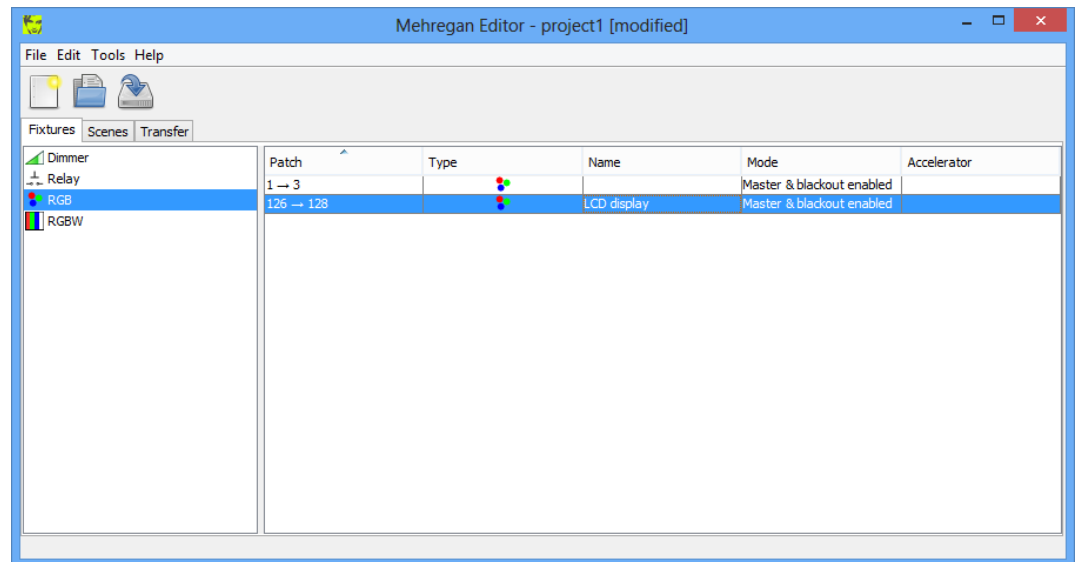


Now start the editor software and open a new project by clicking the button in the toolbar. Now it will be possible to add fixtures to the project: on the **Fixtures** tab, drag an RGB fixture from the library panel on the left, onto the central patch table. It is patched at DMX address 1, occupying 3 consecutive channels.

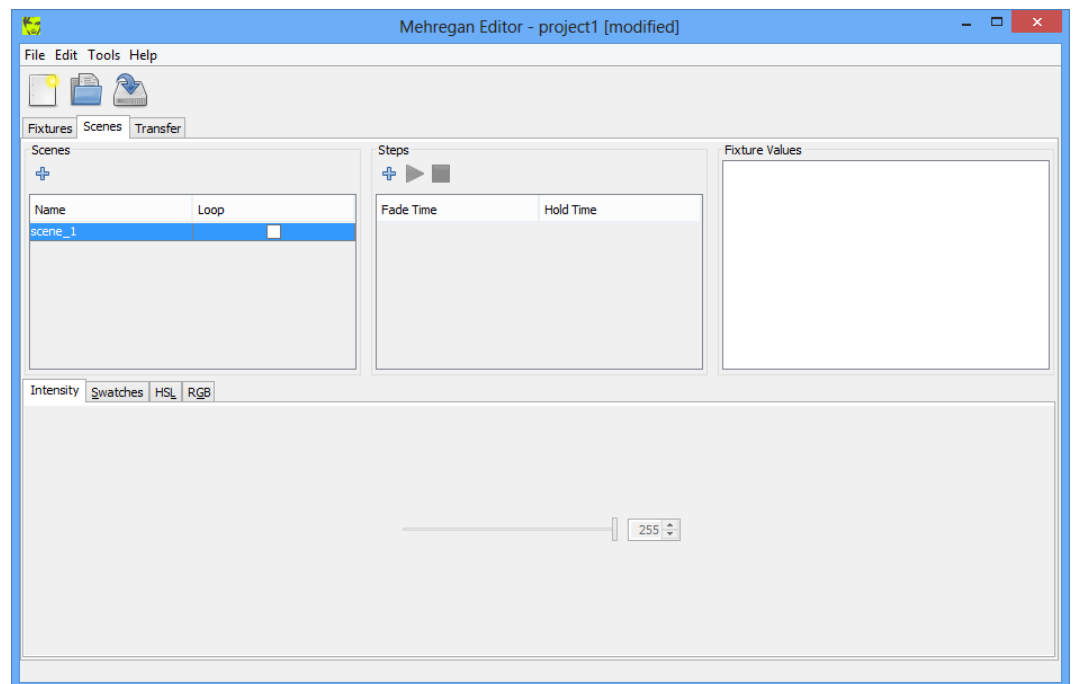


Add a second fixture by copying the first one: right-click on the first line and choose **Copy Fixture...** By default, this will create an RGB fixture at patch address 4: repatch the fixture by double-clicking its address on the second line, and entering 126.

Note: Address 126 is a special address: the state of channels 126, 127 and 128 is reflected by the LCD display color.

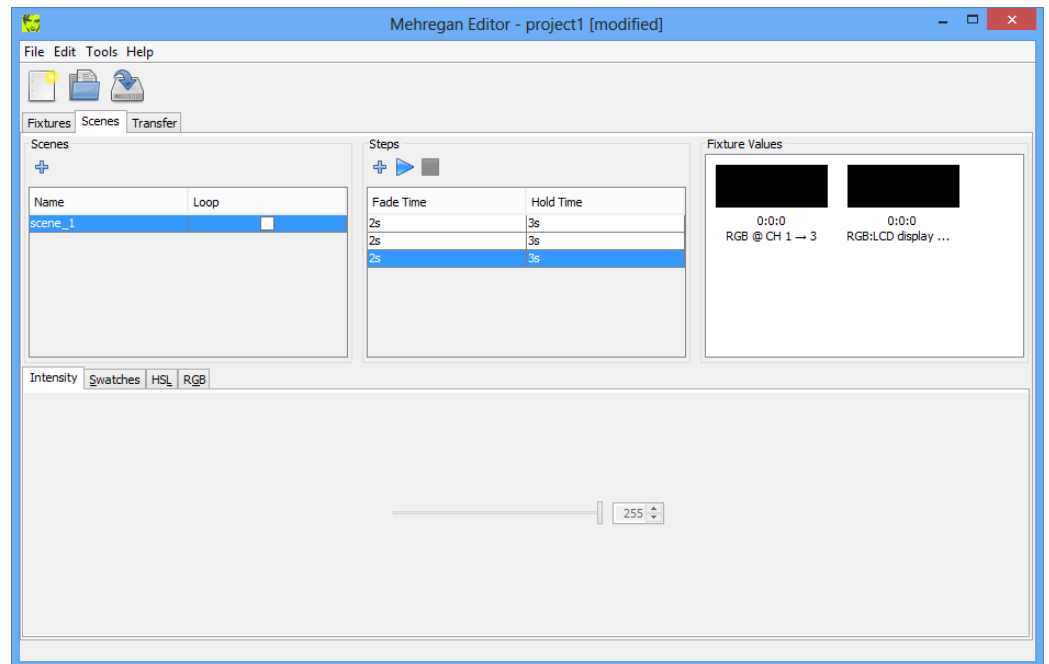


Move to the **Scenes** tab and click **+** above the scenes table: a first, empty scene is added.

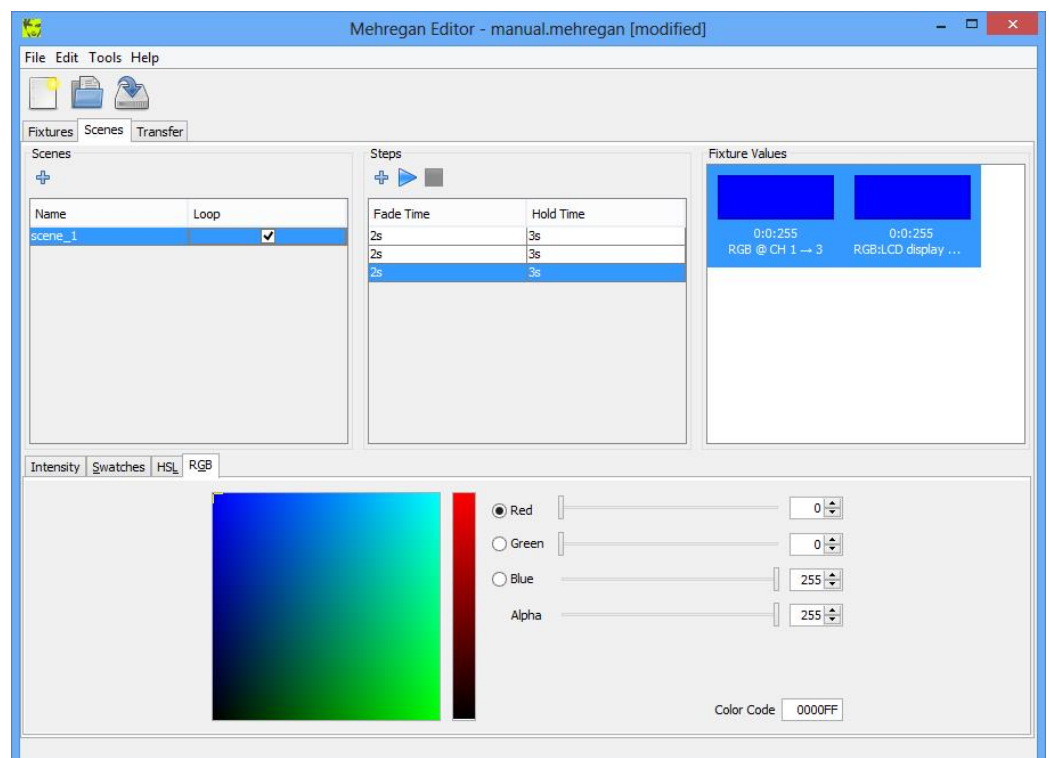



To add **steps** to this scene, make sure it is selected and add 3 steps by clicking **+** above the steps table.





For each step in each scene, the timing (**Fade Time** and **Hold Time**) and **Fixture Values** can be adjusted: let's say we want to create a red > green > blue loop. Select the first step, then select the 2 fixture values (with CTRL + click or SHIFT + click), and change their color to red with the color editor on the bottom panel. For step 2 and 3, repeat this to change the fixture values to green and blue. To loop the steps (blue going to red again), tick the **Loop** checkbox for the first scene. Scenes that do not loop, will hold the fixture values defined in their last step.



Note: a scene can be previewed by clicking : this will animate the step table and fixture values, to get an idea of timings and color transitions.

Now the project is ready to upload onto a nearby Mehregan: please refer to section **4-Transfer** of this document for the upload procedure.